DIVISION 7 THERMAL AND MOISTURE PROTECTION

07600 FLASHING AND SHEET METAL

PART 1 - GENERAL

1.1 WORK

- A. Work includes all labor and materials required to complete the work as listed on the **Scope** and specified herein
- B. Where additional instruction is required, work shall be as directed by the **Inspector**.
- C. When flashing and sheet metal work involves removal or disturbance of painted or otherwise coated surfaces work shall comply with Section 01810 Lead Dust Hazards.

1.2 QUALITY STANDARDS

- A. Provide skilled, trained, experienced and competent workers to complete the work as specified.
- B. Provide a certified lead abatement supervisor and certified lead abatement workers to perform any removal or demolition work, including clean up and debris removal per Section 01810 Lead Dust Hazards for any work under this section.
- C. All work shall completed in accordance with state and local building codes, manufacturer's instructions, and as specified herein.

1.3 SUBMITTALS

A. Contractor shall notify the Milwaukee Health Department (MHD) – Lead Section (414-286-5033) at least 24 hours prior to starting any work that involves disturbance of painted or otherwise coated surfaces. MHD will assign a Lead Risk Assessor to monitor the work to document lead safe rehabilitation procedures were followed.

1.4 MATERIALS HANDLING AND STORAGE

- A. Provide all materials required to complete the work.
 - Materials and products delivered will be certified by the manufacturer to be as specified.
 - Do not install any damaged, defective or unsatisfactory materials.
- B. Store materials off the ground, protected from dirt, ground moisture, contaminants, and weather.

1.5 PRECONSTRUCTION AND PREPARATION

- A. Examine and verify that job conditions are satisfactory for speedy and acceptable work.
 - Check that weather conditions will be acceptable for work.
 - Provide proper containment measures as outlined in Section 01810 Lead Dust Hazards.
 - Provide lifts, cranes, ladders or scaffolding to assist high-level flashing work.
 - Have on hand and ready for installation in coordination with siding, roofing, or other work.

PART 2 - MATERIALS

2.1 FLASHING

- A. Provide and install all flashing of types, sizes and gauges as listed on the **Scope** and as specified herein.
- B. Provide flashing material as follows:
 - Steel: 20 gauge galvanized steel
 - Aluminum: 20 gauge aluminum
 - PVC: 30 mil. Sheet
 - Copper: 16oz./sq.ft. cold rolled copper
- C. Flashing fasteners shall be made of compatible non-corrosive materials consistent with the type of flashing being installed.

PART 3 - INSTALLATION

3.1 FLASHINGS

- A. Install flashing in accordance with building code and manufacturer's instructions.
- B. Provide flashing installations as outlined in the **Scope** and as follows:
 - Keep dissimilar metals well separated to avoid corrosion.
 - Lap and lock seams; solder seam joints where necessary to guarantee a watertight seal.
 - Lap edge metal at least 4 inches.
 - Install flashing high enough at walls to ensure a watertight seal.

3.2 ROOF FLASHING

- A. Provide and install roof flashing as needed to guarantee a finished and watertight roof system.
 - Integrate and embed flashing within roofing materials per manufacturer's instructions.
 - Flashing shall be in adequate widths with enough lap to prevent water infiltration.
 - · Caulk hip, ridge, and other flashing.
 - Cover all edges of metal flashing with roofing cement or adhesive.
 - Fill all joints between flashing and edges of shingles with roof cement or adhesive.
 - Caulk all reglets.
 - Provide all flashing, roof cement, and caulking for roof hatches, skylights, vents, curbs, roof drains, scuppers, equipment supports, newel posts, parapet walls, etc.

3.3 INSPECTION AND CLEAN-UP

A. Cleaning and repairs:

- Clean up shall be in accordance with Section 01810 Lead Dust Hazards.
- At completion of work, clean the work area and remove all scrap and excessive materials.
- Repair or replace defective work as directed by the **Inspector**.

END OF SECTION - 07600 FLASHING AND SHEET METAL